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COMMAND • SUMMARY

JULIUS ERVING AND LARRY BIRD GO ONE ON ONE

APPLE II, //e

To Start: Insert the disk in the drive and start it as you would any other.

To Leave Demo: Press the joystick button or the **SPACE BAR**.

To Choose Game Options:

1. Move the joystick up and down (or press the **SPACE BAR**) to move the highlight from option group to option group; press **RETURN** to select the highlighted group.

2. Move the joystick right and left (or press the **SPACE BAR**) to move from option to option within a group after that group has been selected; press **RETURN** to select the highlighted option.

For information about joystick control of the players, see page 3 of the manual (inside the front album cover). For information about equipping your Apple for 2 joystick play and about playing defense from the keyboard, see the inside of this card.

To Return to the Options Screen: Press **CONTROL - R**. (This command should also be used to recover if the program ever begins to behave erratically.)

To Call Time Out: Press **T**.

IMPORTANT: Each time you begin a new game or press **Control - R**, the program looks for the disk. Be sure you leave the disk in the drive as you play. For additional information and keystroke controls, see the inside of this card.



To Turn Sound On/Off - **Control** - **S**

To Turn Slow Motion On/Off - **!**

To Pause Game - **ESC** ; pressing **ESC** repeatedly single steps the action, any key restarts.

PLAYING DEFENSE FROM THE KEYBOARD

Standard Keys

- A** - Move Up
- Z** - Move Down
- ←** - Move Left
- - Move Right

ANY OTHER KEY (except T or ESC) - Stop Moving

SPACE BAR - Go For the Steal or the Block

To change these, select CHANGE KEYBOARD and enter new choices.

Note: When defense is played from the keyboard, play will freeze after every turnover (whether caused by a score, a steal or a defensive rebound). To resume play after the offensive and defensive players have traded joystick and keyboard, press any key.

USING TWO JOYSTICKS WITH YOUR APPLE

At press time (1/3/84), equipment enabling the Apple II family to support two joysticks simultaneously was available from the following three companies. Check with your local dealer for availability and comparisons.

1) The Wico Adapter, from Wico, 6400 W. Gross Point Road, Niles, IL 60648 (800-323-4014; Illinois residents call 312-647-7500).

Uses Atari style joysticks.

2) The Paddle-Adapple, from Southern California Research Group (SCRG), P.O. Box 2231, Goleta, CA 93118 (805-685-1931).

Offers versions for both 16 pin and DB9 plug joysticks. Follow the Paddle-Adapple documentation instructions labeled "Normal Configuration to Use Two Devices Simultaneously" EXCEPT run a jumper wire from S1C to S1B instead of running the wire with the plug from S1B to the cassette in jack.

3) The Select-a-Port, from TG Products, P.O. Box 2931, Richardson, TX 75080 (214-424-8568).

Uses 16 pin Apple style joysticks.

Technical Note: The program looks for the joystick for player 1 to use paddle 0, paddle 1 and switch 0 inputs. It looks for the joystick for player 2 to use paddle 2, paddle 3, and switch 1 inputs. Switch 2 is not supported.

One on One will support a Mockingboard Sound II in slot 4 for title music. (Apple II owners need 64K.) Title music - The Maple Leaf Rag by Scott Joplin - was prepared for use in the program with Will Harvey's Music Construction Set.